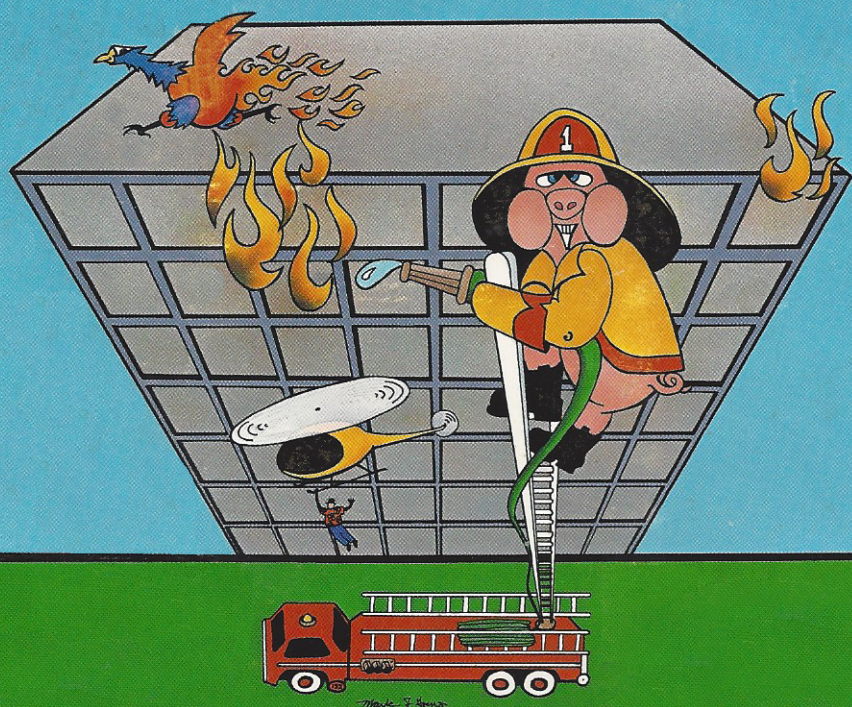


FIREBIRD



Atari 400/800

Program designed by NASIR.

Converted for Atari 400/800 by Solitaire Group.

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Brochure design by Katie Trimble Kaufman. Illustration by Mark Goena.

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FIREBIRD

As if our fearless hero, PIGGO, the firefighter, didn't have troubles enough . . . now a FIREBIRD races through the sky leaving behind a trail of fire setting the buildings in town ablaze. You must help PIGGO put out the blazing rooms and save the hapless occupants as they leap for safety.

CONTROL KEYS:

Start Key: Begins the game.
Break Key: Causes the game to pause until pressed again.
Reset Key: Restarts the entire game, including high score.
(Use the joystick for movement and the button to use the firehose.)

THE GAME:

The object of the game is to quench the fires, and failing that, to save the victims leaping from the burning rooms. There are no "levels" as the game progresses: the FIREBIRD just goes faster and faster. To quench the flames you must position PIGGO just to the left of the fire and press the joystick button. To save a falling victim, position PIGGO just to the left of the victim, close enough to touch him. PIGGO will grab him automatically, then take the victim to the top of the ladder where the circling helicopter can pick him up. The helicopter will return with a replacement for the lost room and place it where it is needed most. If you position PIGGO directly over the burning room, or directly under it, the leaping victim will knock PIGGO off the ladder . . . so stay away, you only have three firepigs for the game. Finally, you can't quench fires while PIGGO is holding a victim, and there is only room for one victim at a time at the top of the ladder . . . so plan ahead.

RESULTS:

The game is over when you run out of firefighting pigs or when two or more columns of rooms burn completely to the ground. If you manage to save the bottom row so that only the bottom row remains, then you get a 5000 point bonus, and the game restarts with your score intact. You score other points as follows:

25 points	quenching a fire
50 points	saving a falling victim
100 points	helicopter pick-up

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